

# Instructional Design Matrix for Learning Styles & Multiple Intelligences Using Multiple Media

[Hear about how to use this matrix.](#) (If you don't have the Real Player plug-in, [click here.](#))

The purpose of this matrix is to provide an easy way to design materials for all learning styles and multiple intelligences using multiple media. The learning styles and multiple intelligences appear on the far left column. The media appear at the top of the remaining columns. If there is a medium to which you do not have access, mark through the column. Alternatively, you may be using a medium not shown here; use the "other" columns to add other media. As you do the instructional design for each element of the course or module, consider each LS/MI and use instructional methods that will reach students with all learning styles and multiple intelligences. Check off the styles as you finish the instructional design for each. The fewer blank boxes you have, the better you're meeting your students' learning needs.

<b>Learning Styles</b>	Print text	Print workbook	Print hand out/ printout	CD-ROM simulation	On-line learning environ- ment	Internet download	Interaction through e-mail	Interaction through phone
Albert Canfield								
<b>Peer</b>								
Organization								
Goal Setting								
Competition								
Instructor								
Detail								
Independent								
Authority								
<b>Content</b>								
Numeric								
Qualitative								
Inanimate								
People								
<b>Mode</b>								
Listening								
Reading								
Iconic								
Direct Experience								

[illegible]

<b>Multiple Intelligences</b> Howard Gardner	Print text	Print workbook	Print hand out/ printout	CD-ROM simulation	On-line learning environment	Internet download	Interaction through e-mail	Interaction through phone
Visual-Spatial								
Bodily-Kinesthetic								
Musical								
Interpersonal								
Intrapersonal								
Linguistic								
Logical-Mathematical								
Naturalistic								
Spiritual								
Existential								

<b>Multiple Intelligences</b> Howard Gardner	Interaction through 2-way video conf.	Interaction through audio conf.	Hands-on experience	Video tape	Satellite, Cable. TV broadcast	CBT	Group Work	Case Study	VR Simulation	Other
Visual-Spatial										
Bodily-Kinesthetic										
Musical										
Interpersonal										
Intrapersonal										
Linguistic										
Logical-Mathematical										
Naturalistic										
Spiritual										
Existential										